



REthinking
EDUcation COmpetencies.
Expertise, best practices
and teaching in Digital Era

RE-EDUCO Newsletter

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RE-EDUCO - REthinking EDUcation COmpetencies. Expertise, best practices and teaching in Digital Era
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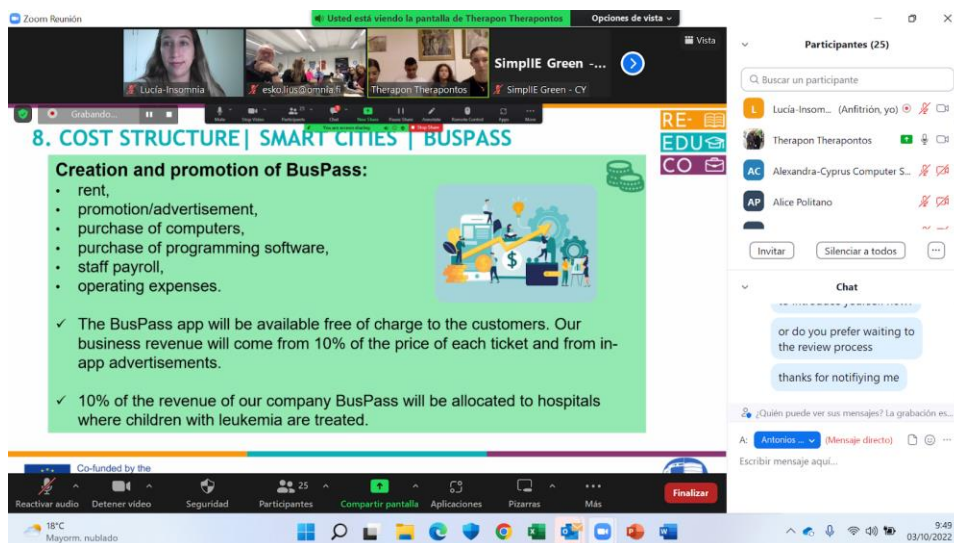
I03 - The International competition of the Re-Educo project

On Monday, October 3, the international competition of the RE-EDUCO project took place. In this online event, the winning students from each country - Finland, Greece, Italy, Spain and Cyprus - presented their proposals to an international jury of experts who provided feedback and evaluated the proposals.

The proposals submitted covered different problems within the sectors of e-health and wellness, climate change, smart cities and digital education, and offered solutions that integrate digital technologies to contribute to a more sustainable, inclusive and just planet.

The sectors covered by the proposals were as follows:

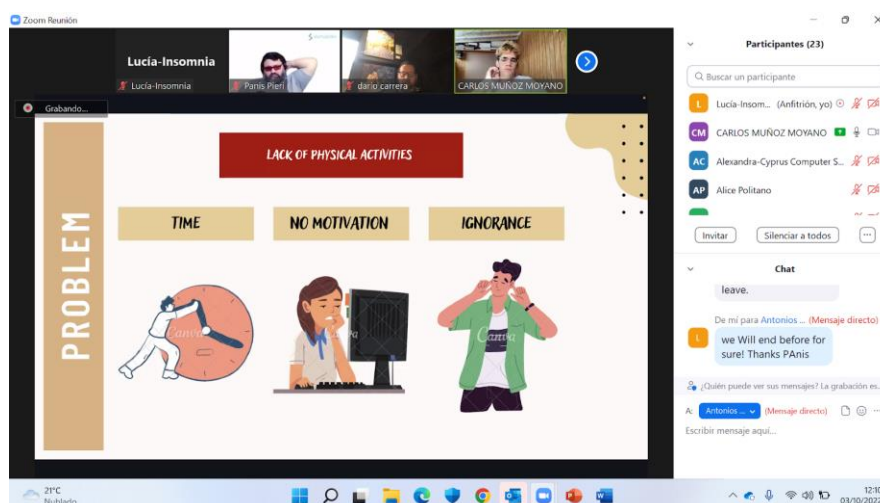
- **CLIMATE CHANGE:** How to ensure sustainable consumption and production and combat climate change and its impacts.
- **EDUCATION:** To ensure inclusive and equitable education and promote learning opportunities.
- **HEALTH AND WELL-BEING:** How to ensure healthy lives and promote well-being for all ages.
- **SMART CITIES:** How to make cities and communities sustainable.



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The International Competition of the RE-EDUCO project had the following objectives:

- To design shared pathways for digital development in an innovative, sustainable and inclusive way in several critical sectors of the European economy, using innovative learning methodologies and new technologies.
- To produce innovative project ideas to accompany the development of an entrepreneurial idea and a start-up through collaborations with digital companies.
- Strengthen relationships between teachers, students and companies in an entrepreneurial vision through active and creative educational approaches.
- Development and/or use of tools and Apps to promote digital innovation in specific fields.
- Enhance student participation and improve their digital, entrepreneurial and soft skills.
- Project management and teamwork.



The day concluded with one winner per country. The winning proposals from each country are as follows:

- *Winner from Cyprus: Simple-GREEN.*
- *Winner from Finland: Bono's Fresh Kicks*
- *Winner from Greece: TranschApp*
- *Winner from Italy: Scavengers of the Sea*
- *Winner from Spain: SororidApp*

On this day, we had the opportunity to create synergies between students, partners and experts, sharing information and views on the business proposals of all students.

The winners of the competition will have the opportunity to receive mentoring related to the development of business ideas and digital applications directly with industry experts to implement their business ideas.

I04 - Digital Skills

It is called *MyDigiSkills*, the tool that helps to better understand the level of digital skills based on the knowledge and skills of secondary school students. The questionnaire comprised 82 questions, created under a Creative Commons license by ALL DIGITAL. The test was formulated in 5 areas of competence and digital understanding: *information and data literacy, communication and collaboration, digital content creation, security and problem-solving*. As part of the activities organised to promote active learning of digital skills, under the leadership of the Cypriot partner CCS (Cypro Computer Centre), the self-assessment tool was submitted to students who have joined the Re-Educo project to help them acquire a greater awareness of their absolute mastery of digital technologies.



I05 - Re-Educo fostering the use of video in education

As videos are such a prominent feature in all our digital media life, applying them in education has gained popularity, especially for hybrid and online learning.

YouTube is the most prominent platform for sharing videos and has become very popular for educational videos. Being easy to access, well-known, and technically agile so that YouTube videos can easily be embedded into proprietary learning management systems too, it has a status of de-facto complement learning platform fostering learning on demand (see, e.g. Rat für Kulturelle Bildung, 2019).

As Re-Educo "encourages the production, experimentation and sharing of new approaches and training methods in the field of digital culture" (<http://re-educo.eu/>), creating videos and providing a YouTube channel for them was written already in the initial project plan.

Re-Educo YouTube channel aims to tell and spread the project's results to a broader audience. Collecting and assembling all the testimonials, good practices and virtuous experiences gained during the project to give broad continuity to the results achieved and feed the community created during the project.

In particular, the Re-Educo YouTube channel supports

- the creation and activation of the International Teachers Community of practice (IO2.A1),
- training the teachers to take advantage of videos and YouTube as well as supporting their knowledge about copyright laws, open educational resources (OER) and open licensing,
- sharing the knowledge on the School Contest "from the idea research to digital start-up" (IO3),
- about project Multiplier Events realised at the local and international level, and
- sharing Active Learning materials and tools for digital innovation (IO4).

The channel was set up, and Omnia, Finland, provided initial training. Furthermore, as the training was given online, it was recorded and uploaded for further use on YouTube under Creative Commons Name (CC BY) license. As OER, it can be used whenever anyone needs such learning material – and by the teachers of the project partner organisations in particular.



The Re-Educo YouTube channel is available at <https://www.youtube.com/@re-educo93>

The project partners have uploaded resources both about the project and also learning material made for their students' needs.

The activity and usage of the project's YouTube channel is modest. As of writing this article, there are 40 subscribers, some twenty or so videos, and the channel has gotten 755 views. However, the effect of creating the channel and learning the ropes of video in education reaches well beyond the channel itself. Teachers have started creating their channels for their more specific teaching needs and target groups. Students have learned the process, and the recording of the training session 'RE EDUCO training on YouTube and creating a video (https://youtu.be/kWwgunuMb_E) has been used by student groups beyond this project.



105 - The Special Issue

With the conclusion of the RE-EDUCO project, the research team will prepare a special issue (n. 1/2023 - with the academic journal [Quaderni di Comunità. Persone, Educazione e Welfare nella società 5.0](#) (ISSN: 2785-7697), titled Active citizenship for the digital society. Expertise, best practices and teaching in the digital era. This special issue will focus on the digital transition accelerated through the development of new technologies (artificial intelligence, robotics, cloud computing, blockchain, industry 4.0). These innovations profoundly impact lifestyles, socioeconomic systems and learning processes. Digitalisation and new technologies influence how people live, interact, study and work. Some professions disappear, others are replaced, and new ones are created. Although several opportunities are emerging thanks to digital transformation, the most significant risk is given by a poorly prepared society to face the future. If 90% of the jobs in the future will require skills in the digital field, 44% of Europeans do not even manage basic digital skills.

The education system is expected to lead this process, accompanying people throughout their lives to take the opportunities, face the new risks connected with a new workspace, and meet the challenges of a

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globalised, interconnected and rapidly evolving world. Learning systems and models must provide young people and citizens to live fully in new societies characterised by innovation, equity and resilience, according to objectives for integrated sustainable development. Lifelong Learning (LLL) requires solid partnerships and synergies between business, education, research, working and learning environments. For this reason, education must be accompanied by extracurricular activities and a broad approach. A high-quality education model has to move in an increasingly mobile and digital society and explore new ways of knowing. Digital technologies play an essential role in developing more flexible learning environments, supporting the development of new skills: problem-solving, critical thinking, cooperation, creativity, computational thinking, self-employment and risk management. Strengthening digital skills using new technologies and constructing new learning methods represents a new challenge for the integrated educational system formed by school-training-university-work.

The hypothesis from which the work starts is that despite all the efforts made since the 1970s to promote integrated training courses capable of accompanying the transition processes to active life, a profound lack of communication between systems continues to exist.

Based on these premises, this special issue, *“Active citizenship for the digital society. Expertise, best practices and teaching in the digital era”*, will focus on the main results of the RE-EDUCO ERASMUS + project (REthinking EDUcation COmpetencies. Expertise, best practices and teaching in the Digital Era), providing: an overall framework on digital innovation and its impacts on the educational system; a needs analysis focused on competence profiles to update to understand better the potentialities offered by digital transformation and the perspectives of access to the labour market in a comparative way.

The special issue will consist of three sections. The first section collects information to disseminate the project's most important results. The second section includes theoretical-empirical essays aimed at identifying the risks and opportunities of the digital transition in the context of the labour supply-demand mismatch. In the concluding section, some summary considerations will be presented to promote recommendations and tools for non-formal learning methods and favour a closer collaboration between the school system and the world of work

Transnational meeting

During the meeting of the countries participating in the Re-Educo project and held in Cyprus on 7 and 8 November 2022, were presented the results of the test in which took part students who participated in the School-Contest organised under the Re-Educo project, about 140 students from the partner countries of the project (Italy, Spain, Finland, Cyprus and Greece).

The RE-EDUCO project, since its initial stages, has tried to set up a new approach to promoting culture and training digital skills through exchanging ideas and good practices between partner countries. The project has reached its final stages in recent months and has seen the active participation of over 700 students and 70 teachers in Italy alone. The meeting in Cyprus allowed all partners to draw up an initial assessment of the activities in the classroom and online: workshops, educational and learning experiences.

The methodological framework of Re-Educo was very innovative. It was emphasised in Cyprus: the programs promoted a broader digital culture. Indeed, the entire paradigm of the project revolves around the close integration between the potential of innovative tools and children's educational path, but above all, on a broader and more structured collaboration between school-university and the world of work.



Re-Educo Transnational Meeting, Cypro Cyprus on 7 and 8 November 2022

Final conference

This conference will mainly disseminate the overall results of the Project, involving 90 local and ten international participants.

With this event, we aim to communicate and share the work done to develop digital and entrepreneurial skills among young students. In addition, during the event, the winners of the international competition (IO3) will have the opportunity to present their ideas to a board of experts and the invited stakeholder audience and receive guidance and feedback on their proposals for future development and implementations through expert mentoring and open discussion.

Furthermore, during the Final Conference, the project partners will meet with different stakeholders to discuss the project's most important results and create synergies between students, teachers and experts to promote "digital start-ups for digital innovation".

During this activity, the main results of the RE-EDUCO project will be disseminated. More in specific, the next steps will be introduced:

- Information, guidance and training modules for students: IO1
- School competition: IO3
- Digital start-ups model for digital innovation: IO3
- Community teaching and learning Centers model: IO2
- Recommendations and guidelines to support organisations to improve their educational systems and orient training proposals towards new approaches to digital culture: IO5.
- Main Results of the Project Evaluation

We aim at fostering an entrepreneurial culture and reach the different target groups so the stakeholders to be engaged will be:

- ❖ Universities
- ❖ Vocational Training Centers
- ❖ Companies
- ❖ High Schools
- ❖ Students of Educational Centers
- ❖ Teachers
- ❖ Startups
- ❖ Universities
- ❖ Vocational Training Centers
- ❖ Companies
- ❖ High Schools
- ❖ Students of Educational Centers
- ❖ Teachers
- ❖ Startups



For more information, follow our social channels



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<https://www.linkedin.com/company/83971862/admin/>



<https://forms.gle/Dq5KWmXcBX43q3ob7>